



# T.A.P. Magazine



Brought to you by the Atari Peekers of Lakewood

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Issue #12

Free to Members

50 Cents to non-members



From all of us at

\*\*\* T. A. P. \*\*\*

**HAPPY HOLIDAYS**

This sign was printed with DOT MAGIC.

(See Jim's Review inside)





# JANUARY 1988



## T.A.P. CALENDAR

SUN

MON

TUE

WED

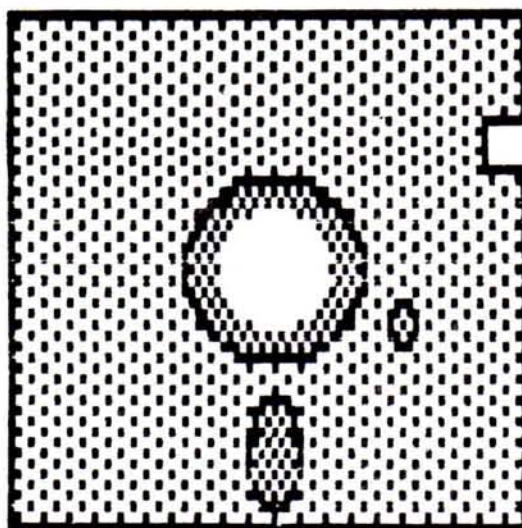
THU

FRI

SAT

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3	4	5	6	7 NEWSLETTER GOS TO PRINT !!!!!!!!!	8	9
10	11	12 T.A.P. MEETING 7:00 PM SHARP CENTER ON AGING 16022 MADISON LAKEWOOD	13	14	15	16 T.A.P. EXEC. MEETING 10PM/DENNY'S W. 150 & I 71
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## COPY RIGHT

\* Part 1 \*

by Jim Haynes

We often see programs in our library and at our meetings that have a copyright on them. I, along with a few of you have often wondered why. Are these programs PD or has someone put them in our library by mistake? We all have seen software that is copyrighted and still public domain, so, why copyright it? In fact what is a copyright? How do you obtain a copyright? Is it expensive? Is there a lot of paper work involved? In this series I will attempt to answer these questions. I will do my best to give you as much information as possible and still go slow enough that no one should get lost.

Let's start off with the answer to the question, "What is a copyright?" To put it as simply as possible, copyrighting or a copyright is nothing more than a way for the author of a piece of work to maintain control over what he or she has written. What kind of protection does the copyright give? A copyright gives you the right to stipulate who may copy your program. It also gives you the exclusive right to sell your work or let others sell it for you. You can still put it out as public domain and at a later date sell it. Although selling a piece of work after it has been out as PD sounds silly, it's not. It still keeps anyone from capitalizing on your work for profit. There will still be people out there copying your work and "trading it" or giving it to their friends but at least they aren't going to sell what you worked so hard on. If they should sell your work, you can

take it to court and either stop them from selling it or have them pay you a share of what they have made. In many cases both apply. Let me illustrate what I mean.

"Bob" had a great idea for a program. He thought to himself, "At least it will make my life easier". He sat down at his computer and started to type. Before long Bob had a small program that kept track of all those coupons his wife had been saving. Being a nice guy, Bob thought someone in his users group might be able to use this little gem he wrote and he donated it to the group. A few months went by and that little program he wrote became the rage of not only the group he belonged to, but also to members of other local groups. Then it happened. A member from another group started to sell Bobs program and people bought it! Bob was surprised, to say the least. But soon he realized that that little program HE HAD WRITTEN was making someone a lot of money and he wasn't even getting his share. He did all the work, all the debugging until late at night. Now someone else was getting the rewards of his labor. It just wasn't fair. Bob should have copyrighted his work, even though he never thought more than a handful of people might use it. But then again, Bob didn't want to go "through all that". What Bob didn't know, is that, all he had to do to copyright his software was to have his program display the word Copyright and the year. His program would have been protected then. It didn't require any more than that.

There are three generally accepted methods of copyrighting software. The first of these is





# ATARI PEEKERS



to display the copyright symbol at boot-up. So the first thing a user sees is that this program is copyrighted. The second is to put your copyright notice on the screen at all times, and the third is to display the notice at the end of the program. The important thing is that it is obvious. What kind of notice? Your name or company name, the date, and one of 3 symbols. These symbols are a circle with the letter C inside it. This should not be a small C in parentheses. That is not a legal copyright symbol, it's up in the air as to if you would win a case or not based on the intent to copyright your work. The second symbol or notice of copyright is just the words COPYRIGHT and the year. The third is to use the abbreviation "Cprt." and the date.

Let's say Bob did copyright his work. Problem solved? Well, no. Bob does have a claim. However, without registering his work with the copyright office, he still may have a long way to go to be compensated. Registering a copyright is a little more complicated, but if you think your program is that good or maybe in demand it's worth it. To register your work with the copyright office there is a charge of about \$20 (last I checked), and a form for you to fill out. You also must send an identifying portion of your work. This is usually a hardcopy of your source code. If your program is in uncompiled basic, then you would send a listing. You can copyright anything you write.

Well, That's two of the questions answered. Next month we'll meet Bob and along with him, find out a little more.

\*\*\*\*\*  
\* News Flash \*  
\*\*\*\*\*

PC-DITTO  
by Rick Snevel

PC-DITTO the IBM Emulator for the Atari ST's is now available for use with the Atari SM124 Monochrome Monitors.

It still goes for the \$89.95 price tag. I'll have some more info on the improved version next month.

An Open Letter to all members.

Lets help the club. It needs help from all members to prosper. Did you know that neither the 8-bit disk library or the ST library has been updated in SO LONG that I can't remember. With all the available programs, I thought that it would be updated at least every other month. There are tons of new ST public domain programs out there, we have many uploaded to the BBS every month, but to no avail, still no new disks. I hate going to B & G and nothing new, lets get going.

I'm sure the club could use some help in other area's also. I have helped in the past and still try now (my name is not important.)





THE DISK LIBRARY  
by Barbara and Ian Carlstrom



Recently we agreed to take over the responsibility for the club library. The task, as we envision it, can be extensive and we fervently plea for help. Eventually we might even hope to form a "library committee" of individuals willing to dedicate time to this important club activity.

The national Atari community seems to be going through a period of crisis. We are saddened to see several clubs with which we have been corresponding decide to terminate their activities. The successful clubs seem to be those which have continued to provide many services, especially large and useful disk libraries. An Atari club can no longer afford to have a disk library that is a few boxes of scattered programs that someone happened to encounter. Several clubs have seen their leaders move on to the ST while most of the members have 8-bit machines. Furthermore, most new software is for the ST. It is important for us to keep the 8-bit user in mind. The public domain has become a very important source of software for their machines.

As we begin to think through the problem of creating a comprehensive disk library, we see many problems and areas of controversy. We will present here our vision; but we certainly expect to modify this vision in light of your comments.

First of all, a disk library is a LIBRARY. A library is:

- 1) comprehensive - It is not just a collection of widely popular items.
- 2) systematically organized - Imagine what your local library would look like if each shelf had a scattering of interesting books on different topics!
- 3) catalogued - It is important to have a way to search for an item of interest.
- 4) evaluated - It is important to have some guide as to the relative importance of various items.

There are some quite basic theoretical problems in the organization of a disk library. For example, the development of a really good classification scheme would undoubtedly deserve a doctorate in library science. However, we believe that there are certain basic guidelines that should definitely be followed.

- 1) Each disk should contain certain basic resources. In particular, each disk should contain a DOS package. Some programs, such as PAINT, will not work properly with DOS 2.5. Such programs should come with an appropriate DOS. Graphics and sound disks should come with a viewing program that will automatically show the contents of the disk. Utility disks should boot with a menu program and a documentation file that is a guide to the contents of the disk.
- 2) A systematic use of extensions should be adopted to be an immediate guide as to the type of file. Certainly we can use ".BAS" for BASIC programs and ".TUR" for TURBO-BASIC programs. It currently seems preferable to organize disks according to the tasks performed by the programs. In this case we might have a mixture of different computer languages used on the same disk. (Under this organization scheme we could not put the TURBO-BASIC package on every disk with TURBO-BASIC programs. Would this be unduly inconvenient?)
- 3) Many programs come as a whole sequence of files and documentation. Such system disks should be kept independent and not merged with other programs. In the 8-bit library, each side of the disk could contain a separate system,



but whenever possible the two sides should have a related theme. For example each side of the disk might contain a word processing system, together with its documentation.

4) Disks should be kept in a reliable format and be write protected. ST disks should be single-sided and not use more than the standard number of sectors. The 8-bit disks can be double sided, but all should be single density.

5) Disks should be in a format that can be easily browsed by the user. Each disk should be organized around a particular topic. Even graphics disks should be organized around a common theme when possible. Neither the ST nor the 8-bit files should be kept in a compacted or archived format. ST programs often come with related files. When possible these should be kept together in a folder. Disk prices have dropped dramatically in recent years. Currently the 8-bit disks can be obtained for less than \$.50 and ST disks for less than \$1.00. There is no longer an economic need to completely fill each disk.

6) Our personal library contains many programs and system disks that can be added to the club library; especially for the 8-bit machines. Nevertheless there are many important programs and system disks that we do not have. Certain nationally known and reliable groups such as ANTIC and NOVATARI make available public domain disks for a nominal fee. Some of these disks have never appeared on local boards, either because they contain specialized materials or because they contain systems of files that are too long and complex to be easily downloaded. In other cases, such as the public domain C package for the ST, only a portion of the system has been included on our local boards. At other times programs may appear which are of great and immediate interest to our members which we would like to get as soon as possible. We believe that the group should set aside certain limited funds for the purchase of such disks, subject to the approval of the club officers. Certainly at the beginning of our suggested reorganization of the library, there are certain disks that we urge to be purchased from these sources.

7) There are many national computer magazines that publish disk versions. While many of the magazine programs are of only limited interest, each magazine succeeds in producing one or two important gems each year. We urge the club members to continue to support the use of club funds to purchase as many of these subscriptions as possible.

8) At this time the collection of available public domain programs is huge. It is the responsibility of the disk librarians to call attention to programs that may be of special interest to the members. While we find that commercial games are usually far superior to those in the public domain, we find the public domain to be a very important source for utility programs. In this area we often have found the public domain programs to be superior to some of the commercial programs. We find that most of practical programs that we use are in the public domain.

9) One important task for a disk librarian is the upgrading of programs. For example, many older programs were designed to be used with printers such as the GEMINI 10X that are no longer available. Current popular printers such as the STAR NX-10 often use different control codes. Old favorite programs should be converted for the newer printers. In the same way, many programs can be rewritten to make use of the RAMDISK.

10) Naturally the policy of restricting the library to public domain programs should continue to be followed. Some magazines, such as Antic, require that we restrict the distribution of their programs to members who own copies of the magazine. However, the club already has effective ways of doing this.

11) The disk library should be freely accessed by all members. If possible, a copy should be brought to the meetings, where members might bring their



own machines and copy whatever programs they wished. Ideally, we might find someone who was willing to bring a machine for this purpose. We also believe that a copy should be left at B & G Electronics for this purpose. As the library is expanded in size we will have to consider the best method of storage. It may prove to be worthwhile for the club to purchase disk files that can hold at least fifty disks. Disks could be numbered or clearly identified and members could be allowed to check out several disks at one time. We would recommend that boxes be available for carrying the disks and signout cards be used to show the disks checked out. These details could be worked out as the library grows.

We have listed some of the features that we believe should be implemented as part of a future library. We certainly are interested in your comments and suggestions. Obviously, the project that we have outlined cannot be easily carried out cannot be easily carried out by one person, or even a small group of people. It represents an ideal that could only be achieved through the lengthy effort of many. Furthermore, the task of examining bulletin boards for new and interesting software is not one that we can carry out by ourselves. We must rely on the help of others to locate such programs. We can best serve as a center for collecting, cataloging and filing the software. We will try to do our bit towards the task of collecting interesting software, but we certainly could use your help.

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#### DEMO UPDATE

#### KNOW BY THE LOGO

In the last few issues of our newsletter I have printed a page to devide the 8-Bit and ST sections. This takes up a lot of space. In the future I will be using a diffrent method of telling you where these sections are. Please notice the Logo at the top of each page. There is one for each of 3 diffrent sections. Pages that contain General articles will have the fugi symbol with the word TAP over it. 8-Bit will be the fugi with "8-BIT" over it, and ST will be the fugi with ST on it. By flipping the pages at either corner one should be able to find the articles of interest in this way.

- The Editor

*Paul Banasik WILL be Demoing PC-Ditto this month. He would also like to offer his appologies to those of you who have been waiting for his 5.25 Drive Demo for the ST. Paul is currently working on universal plans so everyone can make the changes to their drives. Thanks Paul, we will look forward to that demo.*







## CONSTITUTION



### CONSTITUTION OF THE ATARI PEEKERS OF LAKEWOOD

- ARTICLE I** THIS ORGANIZATION SHALL BE CALLED 'THE ATARI PEEKERS OF LAKEWOOD'.
- ARTICLE II** PURPOSE
- SEC. 1** THIS ORGANIZATION SHALL BE A NON-PROFIT ORGANIZATION ESTABLISHED TO ADVANCE ATARI COMPUTER LITERACY IN THE GREATER CLEVELAND AREA.
- SEC. 2** THESE ACTIVITIES SHALL INCLUDE:
- a) HOLDING MONTHLY MEETINGS
  - b) CONDUCTING ATARI COMPUTER PROGRAMMING CLASSES.
  - c) HELPING AND ASSISTING CLUBS AND OTHER ORGANIZATIONS THAT ARE FOSTERING THE ADVANCEMENT OF ATARI COMPUTER LITERACY.
  - d) ENCOURAGING ALL INTEREST IN THE ATARI COMPUTER FAMILY OF HARDWARE AND SOFTWARE.
  - e) CONDUCTING LECTURES, PRODUCT REVIEWS AND EXHIBITIONS.
  - f) PUBLISHING A MONTHLY NEWSLETTER.
  - g) HELP SPONSOR AND MAINTAIN AN ELECTRONIC BULLETIN BOARD SERVICE.
- ARTICLE III** MEMBERSHIP
- SEC. 1** MEMBERS: ANY PERSON OR GROUP INTERESTED IN ATARI COMPUTER LITERACY MAY, WITH THE APPROVAL OF THE EXECUTIVE BOARD, BECOME A MEMBER OF THE ATARI PEEKERS OF LAKEWOOD.
- SEC. 2** VOTING:
- a) EACH MEMBER HAS ONE VOTE AT ANY OFFICIAL MEETING.
  - b) A MEMBER MUST BE PRESENT TO VOTE.
  - c) IN CASE OF A TIE VOTE, THE PRESIDING CHAIRMAN SHALL VOTE TO BREAK THE TIE.
- SEC. 3** MEMBERSHIP DUES
- THE DUES STRUCTURE OF THE INDIVIDUAL MEMBERS WILL BE APPROVED BY A SIMPLE MAJORITY OF THE MEMBERSHIP AT A GENERAL MEETING.
- SEC. 4** DISSOLUTION
- IN THE EVENT THAT THE ORGANIZATION DISSOLVES AND BECOMES LIQUID, THE REMAINING MONIES WILL BE PRORATED AMONGST THE CURRENT MEMBERSHIP.

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**ARTICLE IV OFFICERS**

**SEC. 1 MEMBERS OF THE EXECUTIVE BOARD:**

THE EXECUTIVE BOARD SHALL CONSIST OF: PRESIDENT, VICE-PRESIDENT, SECRETARY, AND TREASURER. THE FOLLOWING OFFICERS OF THE ATARI PEEKERS OF LAKEWOOD SHALL BE ELECTED AT THE ANNUAL MEETING BY A MAJORITY VOTE OF ALL VOTERS PRESENT: PRESIDENT, VICE-PRESIDENT, SECRETARY, AND TREASURER. SPECIAL APPOINTEES TO THE BOARD MAY BE MADE BY THE PRESIDENT SUBJECT TO THE APPROVAL OF BY A MAJORITY VOTE OF THE EXECUTIVE BOARD. THE APPOINTEES SHALL CONSIST OF: NEWSLETTER EDITOR, SYSOP AND CO-SYSOP, CLUB LIBRARIAN, AND OTHER APPOINTEES THAT WOULD ENHANCE ATARI COMPUTER LITERACY WITHIN THE ORGANIZATION.

**SEC. 2 DUTIES OF THE EXECUTIVE BOARD**

- a) THE EXECUTIVE BOARD IS CHARGED WITH THE DUTIES OF CONDUCTING THE AFFAIRS OF THE ORGANIZATION. IT IS RESPONSIBLE FOR ITS ACTIONS TO THE MEMBERS OF THE CLUB, AND IS OBLIGATED TO GIVE AN ACCOUNT OF SUCH ACTIONS AT THE ANNUAL MEETING. NO MEMBER OF THE CLUB CAN MAKE ANY STATEMENT, ACT, OR MAKE ANY AGREEMENT OR COMMITMENT FOR THE CLUB, EXCEPT WHEN AUTHORIZED BY THE EXECUTIVE BOARD. THIS AUTHORIZATION MUST BE RECORDED IN THE MINUTES OF THE EXECUTIVE BOARD MEETINGS.
- b) THE EXECUTIVE BOARD SHALL HAVE THE POWER TO ELECT INTERIM OFFICERS IN CASE OF ANY VACANCY OR THE INABILITY OF ANY OFFICER TO FULFILL HIS DUTIES.
- c) EACH MEMBER OF THE EXECUTIVE BOARD SHALL BE RESPONSIBLE FOR TRAINING ONE OR MORE PERSONS AS SUCCESSORS.
- d) EACH MEMBER OF THE EXECUTIVE BOARD SHALL KEEP A WRITTEN RECORD OF THEIR OFFICIAL ACTIVITIES DURING THE YEAR.

**SEC. 3 DUTIES OF THE OFFICERS**

**a) PRESIDENT**

- i THE PRESIDENT SHALL PRESIDE AT ALL REGULAR AND SPECIAL MEETINGS.
- ii HE SHALL BE CHAIRMAN OF THE EXECUTIVE BOARD, AND AN HONORARY MEMBER OF ALL COMMITTEES.
- iii SPECIAL MEETINGS OF THE EXECUTIVE BOARD MAY BE CALLED BY THE PRESIDENT AT ANY TIME, PROVIDING HE GIVES AT LEAST 3 DAYS NOTICE BY TELEPHONE OR LETTER, TO THE REST OF THE EXECUTIVE BOARD.
- iv IN CASE OF EMERGENCY, THE PRESIDENT SHALL CONSULT ALL AVAILABLE MEMBERS OF THE EXECUTIVE BOARD AND MUST OBTAIN THE APPROVAL OF A QUORUM OF THE MEMBERS FOR THE AUTHORITY TO ACT.

**b) VICE-PRESIDENT**

- i THE VICE-PRESIDENT SHALL PRESIDE AT ALL REGULAR AND SPECIAL MEETINGS IN THE ABSENCE OF THE PRESIDENT.
- ii HE SHALL ASSIST THE PRESIDENT IN ALL OF HIS DUTIES.
- iii HE SHALL CO-ORDINATE BOARD PROJECTS INVOLVING CLUB ACTIVITIES.
- iv IN THE ABSENCE OF THE TREASURER, HE SHALL ACT AS ASSISTANT TREASURER.



c) SECRETARY

- i THE SECRETARY SHALL KEEP A TRUE RECORD OF ALL PROCEEDINGS.
- ii HE SHALL READ THE MINUTES OF THE PREVIOUS MEETING AT EACH MEETING.
- iii HE SHALL NOTIFY MEMBERS OF REGULAR AND SPECIAL MEETINGS.

d) TREASURER

- i THE TREASURER SHALL RECEIVE ALL MONEY AND PAY ALL EXPENSES AS AUTHORIZED BY THE EXECUTIVE BOARD.
- ii HE SHALL KEEP A TRUE RECORD OF MONEY RECEIVED AND EXPENDED.
- iii HE SHALL BE PREPARED AT EACH REGULAR MEETING TO GIVE THE TRUE STATUS OF THE TREASURY.

e) NEWSLETTER EDITOR

- i HE SHALL REPORT DIRECTLY TO THE EXECUTIVE BOARD.
- ii HE SHALL HAVE CHARGE OF COLLECTING AND CO-ORDINATING ATARI COMPUTER NEWS TO THE READERS OF THE NEWSLETTER.
- iii HE SHALL ARRANGE FOR PUBLICATION OF THE NEWSLETTER.

f) SYSOP AND CO-SYSOP

- i THEY WILL HELP PROVIDE AND MAINTAIN AN ELECTRONIC BULLETIN BOARD SERVICE.
- ii THEY WILL INSURE THAT THE TELECOMMUNICATING NEEDS OF THE ATARI COMMUNITY ARE WELL SERVED.

g) CLUB LIBRARIAN

- i HE IS RESPONSIBLE FOR MAINTAINING AND CATALOGING THE 'PUBLIC DOMAIN' SOFTWARE LIBRARY FOR THE CLUB MEMBERS.
- ii HE SHALL EDIT ALL NEW PROGRAMS, INSURE THAT THEY ARE 'PUBLIC DOMAIN', AND ADD THEM TO THE EXISTING DATABASE OF FILES.
- iii HE WILL PROVIDE DISK-BASED COPIES OF THE LIBRARY FOR MEMBERS TO COPY. THESE DISKS WILL BE STORED IN A CONVENIENT LOCATION AT THE DISCRETION OF THE EXECUTIVE BOARD.
- iv HE WILL, WITH REASONABLE NOTICE, MAKE COPIES FOR MEMBERS WHO ARE TAPE-BASED.
- v HE WILL PROVIDE THE PRESIDENT WITH A COMPLETE SET OF BACKUP DISKS AS SOON AS POSSIBLE FOR SAFETY.

h) TERMINATION OF OFFICE

ALL OUT-GOING OFFICERS OR MEMBERS LEAVING THE CLUB SHALL TRANSFER TO THEIR RESPECTIVE SUCCESSORS ALL RECORDS AND OTHER ORGANIZATION PROPERTIES.

SEC. 4 VOTING AT EXECUTIVE BOARD MEETINGS

- a) A QUORUM SHALL CONSIST OF HALF OR MORE OF ALL BOARD MEMBERS.
- b) EACH MEMBER, REGARDLESS OF HOW MANY OFFICES HE HOLDS, SHALL HAVE ONLY ONE VOTE ON EACH QUESTION BEFORE THE BOARD.

SEC. 5 REMOVAL FROM OFFICE

ANY MEMBER OF THE EXECUTIVE BOARD MAY BE REMOVED FROM OFFICE BY A TWO-THIRDS VOTE OF A LEGALLY CONSTITUTED QUORUM AT A REGULAR MONTHLY MEETING.



**ARTICLE V MEETINGS**

**SEC. 1** EXECUTIVE BOARD MEETINGS SHALL BE HELD AT LEAST ONCE QUARTERLY.

**SEC. 2 SPECIAL MEETINGS OF THE CLUB**

- a) SPECIAL MEETINGS OF THE CLUB MAY BE CALLED BY THE EXECUTIVE BOARD AT ANY TIME UPON WRITTEN NOTICE GIVEN AT LEAST 15 DAYS IN ADVANCE.
- b) UPON PRESENTATION OF A WRITTEN PETITION SIGNED BY AT LEAST ONE-FIFTH OF THE CLUB MEMBERS, THE PRESIDENT MUST CALL A SPECIAL MEETING OF THE CLUB WITHIN 20 DAYS.

**SEC. 3** THE ORGANIZATION SHALL HOLD ONE GENERAL MEETING ANNUALLY DURING THE MONTH OF NOVEMBER. ALL MEMBERS SHALL BE NOTIFIED IN WRITING OF THE DATE, PLACE AND TIME, NOT LATER THAN 15 DAYS PRIOR TO THE MEETING.

**SEC. 4 GENERAL MEETING PROCEDURE**

- a) ORDER OF BUSINESS
  - i CALL TO ORDER.
  - ii READING AND APPROVAL OF MINUTES OF LAST MEETING.
  - iii REPORTS
    - a TREASURER'S REPORT
    - b REPORTS OF COMMITTEES AND OFFICERS
    - c PRESIDENT'S REPORT
  - iv UNFINISHED BUSINESS.
  - v NEW BUSINESS.
  - vi ELECTION OF OFFICERS.
  - vii ADJOURNMENT.
- b) EXCEPT AS OTHERWISE STATED IN THIS CONSTITUTION, ALL QUESTIONS OF ORDER IN THE CONDUCT OF MEETING AND PROCEDURE, SHALL BE IN ACCORDANCE WITH 'ROBERT'S RULES OF ORDER'.

**ARTICLE VI CONSTITUTION AND BY-LAWS PUBLICATION**

THE CONSTITUTION AND BY-LAWS SHALL BE PUBLISHED IN THE NEWSLETTER AT LEAST EVERY TWO YEARS.

**ARTICLE VII AMENDMENTS**

**SEC. 1** THIS CONSTITUTION MAY BE AMENDED ONLY AT THE GENERAL MEETING OF THE ASSOCIATION BY A TWO-THIRDS MAJORITY VOTE OF THE MEMBERS PRESENT, PROVIDED THE AMENDMENT IS PROPOSED IN WRITING BY A TEAM OR BY A QUORUM OF THE EXECUTIVE BOARD MEMBERS.

**SEC. 2** ALL MEMBERS SHALL BE NOTIFIED IN WRITING OF THE PROPOSED AMENDMENT AT LEAST 15 DAYS BEFORE THE GENERAL MEETING.

\*\*\*\*\*

THE ABOVE CONSTITUTION WAS WRITTEN BY CLAUDETTE TISCHLER AND GARY SCHMITZ AND APPROVED AT THE ANNUAL GENERAL MEETING OF THE ATARI PEEKERS OF LAKEWOOD IN SEPTEMBER, 1983. ANDY NICOLA AMENDED THE CONSTITUTION WHICH WAS APPROVED AT THE ANNUAL GENERAL MEETING OF THE ATARI PEEKERS OF LAKEWOOD IN NOVEMBER, 1984.



```
#####
# DOT MAGIC #
# a pd program #
# I can use #
#####
```

Reciently I recieved a copy of a little pd program called DOT MAGIC. Not a big event in it's self. But when I printed out the docs for this little gem I was surprised at it's capabilities. You see the documentation was printed with the program. The first thing that caught my eye was that my printer was printing no less than 6 diffrent fonts. These font styles where presented in 4 or 5 different sizes. The next surprise came when a Picture of the menu screen was printed as an example. Not by a utility run from the program, but by the program running. I have done the same thing with Paper Clip using the verbatim command. The diffrence here was that the pic was in Micro Illustrater format and not printed to disk.

After the printing of the documentation, and reading it, I discovered that Dot Magic had more capabilities. It has a typewriter mode that lets you use all the feates of Dot Magic. It will not only print a document but, let you link documents together.

Dot Magic comes from C H Q BBS at (216) 758-0284. It is public domain as I mentioned, and was given to me by one of our members. It is, in my opinion, "one of the most impressive printing utilities of it's type". Using it is simple, and the

docs are written well. I will put a copy in our library and I strongly suggest that anyone who prints signs, newsletters, flyers, or anything else of that nature, hurry over and get a copy.

This is the type of programs we need in our library. I hope that if anyone else finds a program that makes his life easier, he (she) will tell us about it and submit a copy to the librarian.

#### Note:

A Utility like Dot Magic was written before Dot Magic. Its name was Daisy Dot and was limited in it's features. Also, Dot Magic will work with a wider range of printer types.

The CHQ BBS runs a support base for Dot Magic as well as one of Turbo basic, and Atari basic users.







According to the TAP Constitution, we are to print a copy of it once every 2 years. I don't remember when the last printing of our constitution was. In an effort to start off on the right foot, this month issue contains a copy of our constitution. I hope each member will take the time to read it through. If there should be any questions about our constitution or club policy, please feel free to ask.

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It's been some time since an updated Library list has been available, Dave Laform made us a new updated list shortly after taking off as 8-bit Librarian. This New Updated version is available to any and all members by request. Please sign the Library sheet if you would like a copy. It will be brought to our next meeting for you.

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We would like to take this time to thank the officers of 1987 for a good job. I hope they find happiness in all there endeavors.

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The Newsletter editor (dat's me) is still looking for authors. If you are interested Please contact Jim Haynes. Requirements for authors are as follows. You must be willing to commit to 12 or 6 Articles for the year. Articles should be computer related and no less than 1/2 page in length.

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**GOOD-BYE AND GOOD LUCK**

One of our good friends and long-time members, John Suchy, has taken a Computer related job out of state (I think he said California). We wish John the best of luck in his new job and thank him for all he has done for the club.

Due to Johns leaving we have an opening to fill. John, has been teaching the computer classes for the center on aging. This is a requirement for using their building for our meetings. Ralph Scholtz was to help with these classes starting this month. It is a big job for one person to do. So, we are looking for a person who can spend one morning per month and help out. Please contact me if you are interested.

Also due to Johns leaving, The Free-Net Atari SIG is a person short. John was one of our 8-Bit sysops. If you would like to fill this position please contact Jim Haynes at 228-1280.

The job entails calling the Free-Net once every two weeks and helping answer questions related to the 8-bit line.





These program reviews are intended to spark interest in the T.A.P. Public Domain Library and BBS. Disks are available to Members, at no charge, to take home for copying. A set of 5 disks at a time. The 70-plus disks, averaging 20 programs per disk, represent over 2400 8-BIT Utilities, Games, graphics, tutorials, etc. If you have a modem the programs are available to you via the T.A.P. BBS.

The disks library is, during business hours, located

at:

**B&G Electronics 15729 Madison Ave.**  
**T.A.P. BBS Ph. 216 228-7335**

### \* STATECAP \*

Do you know where each of the state are located geographically? How about naming the state capitals? No? Then spend a little time with STATE-CAP on disk #17.

A graphic outline of the United States is displayed on the screen followed by a graphic outline of a state which is placed in its proper location within the larger outline.

At this point a question mark beckons for your response - Name the state? If you answer correctly (also spelling must be correct) then you're asked for the name of the state capital. If you err then the answer is displayed.

You may be ahead of the game if you checkout a STATECAP on disk #12. It will give you the help you need in spelling the various names of states and capitals and at the same time you will learn the state capitals.

Think you know them? Are you sure???

Other titles on disk #17 are:

GARDEN	FILLERUP
VOLCILDN	OCTADRAW
BOOKLIST	MANIAC

### \* NUMBERL.INE \*

This is a LOGIC program for youngsters of any age who can use numbers.

You are first asked to increment a 'Line of Numbers'. The number you choose is then displayed -in line- as a sequence of numbers. Example: The #5 is shown as 5 15 20

35. Not necessarily in that order. The object is to insert the correct number in the position indicated by a flashing cursor. If the wrong answer is entered twice then the correct response is entered by the program.

A clever mix of math and logic on disk #8. You may like some of these on #8 also:

ROTCH	HOMWRK.CAS
ALPHABLX	SIMON
BUG	LOTTERY
MENUUTL.V15	TICTACTO

### \* TYPING.BAS \*

#### Typing Trainer

This program displays 40 different one line sentences at the bottom of the screen. You are asked to type the sentence. Simple? NOT so! No errors are allowed. No backspacing either. One slip and that's it. Wrong! Wrong!

Typing Trainer is not user friendly but you will learn to type accurately - or else. If you really want to improve your typing, this will surely help.

Disk #16 includes these titles

DICE	BAS	LEPRECHN	BAS
STUNTMAN	BAS	THUNDER	BAS
DICE	BAS	SLOT	BAS

### \* FLASH \*

#### Math Flash Cards.

A two minute challenge for beginning math students. Seven practice variations available.

- 1) Adding in 0-9 order.
- 2) Adding in any order.
- 3) Subtraction.
- 4) Multiplication in 0-9 order.
- 5) Multiplication in any order.
- 6) Division.
- 7) All four MIXED.

This is a well thought out program and easy to use with on screen instructions. No scoring so the user won't feel stupid if the wrong answer is given. It simply won't advance to the next problem till the correct answer is entered. You can flash as many "cards" as you like, then END by hitting the START key. Now, even though corrected, all the problems that were incorrectly answered are displayed again for practice. If a wrong response is entered at this time, then the correct answer is given.

Flash is on T.A.P disk 1B.

Other titles on this disk include:

CAVESOF ICE	DOGBITE
CRICKETS	LANDER
GOLF	STARWARP
MONOPOLY	RACER



## ST <MIDI> SYNTH

BY Chuck Gies  
Article 3  
SEQUENCER

A sequencer is basically a program that allows you to maintain and edit music files in your computer. The information I will deal with is specific to the use of *Super Conductor* by MichTron. Last month I explained the bar/beat/click notation that is used by *Super Conductor* for music representation. For those of you who may have some problems with reading music I have made some charts up that show where each note is in regular music notation, its letter name, and its midi number. I can't interpret the music accurately without them so you may find them very useful to.

This sequencer keeps the music in blocks. The reason for this is that music tends to repeat itself so by keeping blocks of it you only need to repeat the blocks or to transpose them by a half step or two. Each song will be made up of multiple blocks and you determine how long each block will be. Each block is given a name so that you can tell them apart in the song. The sequencer is GEM driven so you only need to start by moving the mouse to Block on the menu bar. When you do this you will be given a number of options on the menu list. You can see the options on the attached screen print with this article. You can Record, List, Delete, Copy, Mix, Append, and Split the blocks in the current song. I will explain each option and why you want to use each.

### RECORD

To make each block you must start with the record option. It

will allow you to give a name to your block and to record the block. If you can not play well then just name the block and allow for enough length to enter the music note by note from the editor. For those of us that can play a synthesizer well it will allow us to record anything we care to on one track at one time. The program will handle all the notes received at the midi input. I start each block with my meager attempt to play the instrument and it will record all eight voices at once if I hit eight keys at the same time. A well done record will greatly reduce the amount of editing you will need to do so practice the block just a little before recording it.

### LIST

This option will give you a list of blocks that have been saved with the song you are working on. Seeing that a song can be very complex you could have hundreds of blocks in the song and this will refresh your mind as to what you have named the blocks. It will help if you name your blocks with some intelligence like intromel, introbas, begin, end, or A1. Whatever makes sense to your method of thinking because you only get 8 characters and blocks have to be unique within the song.

### DELETE

Yes you will make some mistakes and decide to remove a block or two rather than being bothered editing them away just delete them. Some times you record the same block 2 different ways and try them in the song. One you keep the other you discard. This is where you go to discard the unused blocks.



Desk File MIDI Song **Block** Edit

Track	Channel
1	ON 1
2	ON 2
3	ON 3
4	ON 4
5	ON 5
6	ON 6
7	ON 7
8	ON 8
9	ON 9
10	ON 10
11	ON 11
12	ON 12
13	ON 13
14	ON 14
15	ON 15
16	ON 16

Record Block
OR
defined

List Blocks
OL

Delete Block
OD

Copy Block
OC

Mix Blocks
OM

Append Blocks
OA

Split Blocks
OS

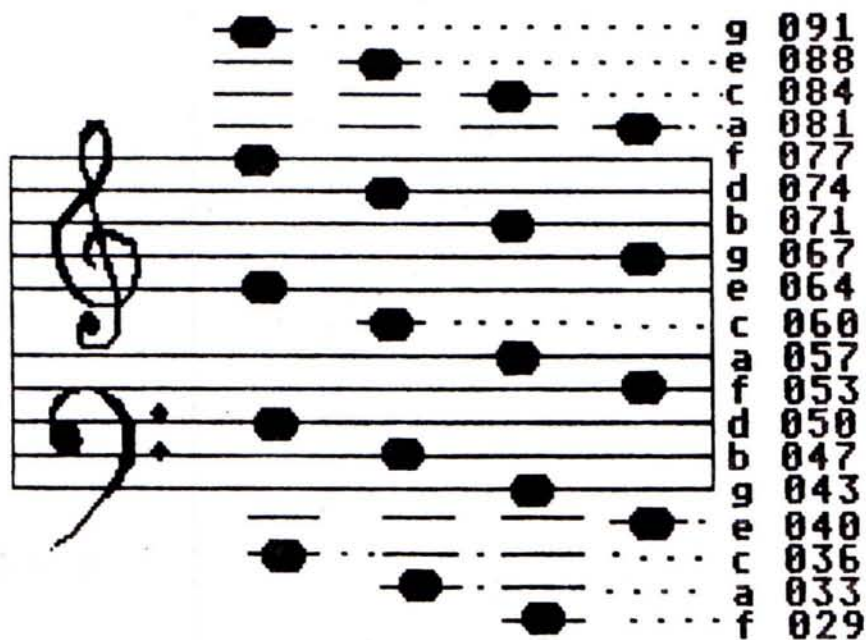
Tempo: 128
↺

Memory Free: 134974
↻

File:

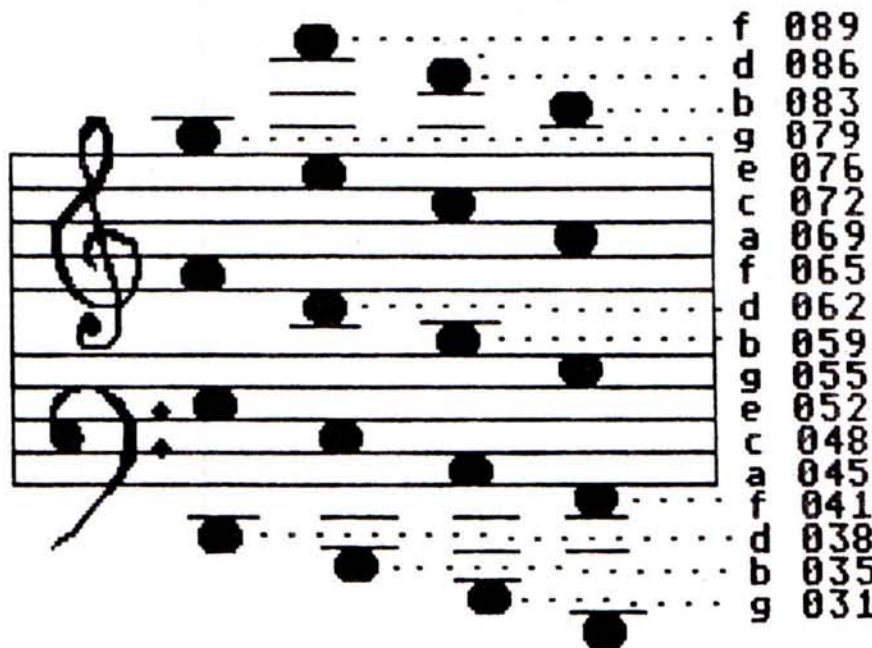
Record	Play	Sizing	Load	Save
--------	------	--------	------	------





g 091  
e 088  
c 084  
a 081  
f 077  
d 074  
b 071  
g 067  
e 064  
c 060  
a 057  
f 053  
d 050  
b 047  
g 043  
e 040  
c 036  
a 033  
f 029

LINE'S



f 089  
d 086  
b 083  
g 079  
e 076  
c 072  
a 069  
f 065  
d 062  
b 059  
g 055  
e 052  
c 048  
a 045  
f 041  
d 038  
b 035  
g 031

SPACES





# ATARI PEEKERS



## COPY

Remember how we said music repeats itself. Well it does but often a block will be nearly identical to another block except for a few notes (variations) and you just can't see recording it again with the variation. If you play like I do you actually dread trying it over for a 2 or 3 note difference. So here is where you make a copy of the block under a new name. Then edit the notes to their correct values. This is a real pain and time saver for me.

## MIX

There are times when you need to try a lot of different tricks until your composition is just right. This is where you are able to join up your perfected blocks of data. You can put information on different tracks aimed at the same midi channel and then experiment with the them until you get what you want. Once the blocks sound good you can mix them into one block on one track. This gives you back another track and allows you to edit a simpler block while you are experimenting.

## APPEND

Sometimes you find it easier to make a bunch of small block that can be combined in various ways. Remember you can compose your own music and being that music repeats itself in various ways the smaller blocks would allow you to try multiple variations. Then use the append to combine them one after the other to make one block. Just remember that Mix combined block that occurred at the same time this adds one block to the end of the other. A handy tool for the construction or reconstruction of blocks.

## SPLIT

This is why you may want to reconstruct. If the block is not right or you find that a part of a existing block repeats in the song but the whole block does not then split the block and reuse the repeated part in both places. Maybe you just want to try some variations and you don't like messing with the whole block. Then split off what you want to work on and append it back when you are through.

Next month I will explain a few of the block editing features of the sequencer.







## What Next?

by Paul Banasik

So, you've finally decided to break down and buy an ST, eh? You've read all of the instruction manuals, pressed all of the buttons, even tried ST BASIC, right? What next?

Being the new owner of an Atari 520ST, I realized that running ST BASIC was going to get old in a hurry; therefore I began my search for the best public-domain software available. It took me a while, but let me divulge what I have found:

In the word processing arena, my all-around favorite program is ST Writer 1.75. Granted, there is a version 2.30 with GEM interface, but I feel one's hands should only touch one thing at a time (there are exceptions). Moving between the mouse and the keyboard makes for a loss of time, as I have to reposition my hands on the home row when I return to the keyboard. Some people may argue that I can turn GEM off, but why should I waste memory on GEM when I'm not even going to use it?

My quest still continues for a PD database and spreadsheet; there is nothing to report yet.

For a good terminal program, use the Atari-supplied VT-52 terminal emulator. Even though there may not be provisions for uploading and downloading, one learns a lot about how his modem works after using this desktop accessory.

I have used ST BASIC (packaged with the machine), and quite frankly I don't care for it. It's too slow for my taste. Don't get me wrong, ST BASIC is great if you want to learn how to program, just don't expect to do any real-time graphics simulations with it. There is an alternative: DBASIC from DTACK

Grounded, Inc. The language is free, but to understand how to use it one must purchase their manual for \$40. This may sound like a lot of money, but trust me, this language is FAST and VERSATILE. Get DBASIC for serious BASIC programming.

There is no question in my mind that NEOChrome 0.9 is the ultimate drawing program. Select pencils, brushes, or spray can nozzles, with full access to the entire 512-color spectrum, as well as color cycling and the ultimate in block graphics copying and moving. And my hands never have to leave the mouse!

To wrap things up, I have to recommend the following utilities:

410KFMT;

format disks any way you want

ARCSHEL2 + ARC.TTP;

complete arc/unarc utility

DCFORMAT;

like 410KFMT, easier to use

DCOPY20;

an alternative to the desktop

DIRPRINT;

print directories w/o graphics  
dumps

INTRAM;

a ramdisk that works on any ST

PICSW7;

any picture format to any other  
format

QUIKFMT;

doubles a disk's access speed

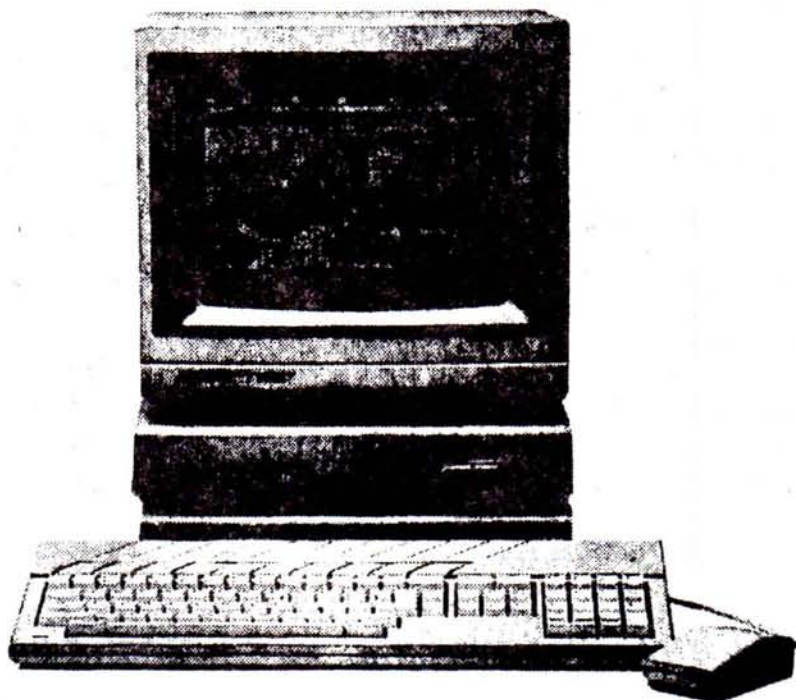
SCHIZO;

everything possible in one  
accessory

Most of the aforementioned programs are available at B&G Electronics or on TAP BBS, so if you don't have some of these programs, check 'em out. I think you will be pleasantly surprised at how good some PD software is.



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